In the Claims:

The claim listing is as follows:

1. (Currently Amended) An entrance-exchange structure, comprising:

at least one player's initial betting capital;

scrip redeemable at a vendor; and

a game of uncertain outcome adapted to be played by at least one player, wherein a house is adapted to pay a player of the at least one player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the currency is ~~selected from the group consisting of~~ cash plus scrip ~~and scrip~~, further wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome, wherein the house only pays the player the scrip each time the player wins the game of uncertain outcome.

2. (Original) The entrance-exchange structure of claim 1,

wherein at least one vendor exists such that the at least one vendor is selected from the group consisting of a house vendor, N outside vendors such that N is at least 1, and the house vendor plus the N outside vendors;

wherein if the at least one vendor includes the house vendor, then a player may exchange a portion of the scrip at a scrip-to-items exchange rate $E^{S \rightarrow I}{}_0$ for at least one item provided by the house vendor; and

wherein if the at least one vendor includes the N outside vendors, then

the player may exchange the scrip with the outside vendor V_i at a scrip-to-items exchange rate $E^{S\rightarrow I}{}_i$ for at least one item provided by the outside vendor V_i such that i is selected from the group consisting of 1, 2, ..., and N, and

the outside vendor V_i may exchange the scrip with the house for cash at the scrip-to-cash exchange rate $E^{S\rightarrow C}{}_i$ such that i is selected from the group consisting of 1, 2, ..., and N.

3. (Original) The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the house vendor.

4. (Original) The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the N outside vendors.

5. (Original) The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the house vendor plus the N outside vendors.

6. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then two or more outside vendors of the N outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

7. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and $E^{S\rightarrow I}{}_i$ is independent of i such that $E^{S\rightarrow I}{}_i$ is constant, for i = 1, 2, ..., and N.

8. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and $E^{S\rightarrow C}{}_i$ is independent of i such that $E^{S\rightarrow C}{}_i$ is constant, for i = 1, 2, ..., and N.

9. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

10. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

11. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, for i = 1, 2, ..., and N.

12. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive sum game in relation to a subset of the N outside vendors.

13. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive participant game in relation to a subset of the N outside vendors.

14. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

15. (Previously Presented) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then $\Phi_{P,0} > 0$, and wherein $\Phi_{P,0}$ is a percent profit for the player in relation to the house vendor.

16. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then $\Phi_{H,0} > 0$, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the house vendor.

17. (Previously Presented) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then $\Phi_{P,0} > 0$ and $\Phi_{H,0} > 0$, wherein $\Phi_{P,0}$ is a percent profit for the player in relation to the house vendor, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the house vendor.

18. (Previously Presented) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive sum game in

relation to the house vendor such that $\Phi_{H,0}>0$, wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the house vendor.

19. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive participant game in relation to the house vendor.

20. (Original) The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

21. (Original) The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

22. (Previously presnted) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that in the takehome the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of $0\leq P<100$ by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

23. (Original) The entrance-exchange structure of claim 22, wherein P does not exceed 50.

24. (Previously Presented) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the takehome of the player's initial betting capital must increase by at least Q percent, and wherein Q>0, wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

25. (Original) The method of claim 24, wherein if the at least one vendor includes the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio $E^{S\rightarrow I}_{0}$.

26. (Original) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

27. (Original) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

28. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

29. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is

played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that $0 \leq C < 1$ and $S > 0$.

30. (Original) The entrance-exchange structure of claim 29, wherein S/C is constant.

31. (Original) The entrance-exchange structure of claim 1, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

32. (Original) The entrance-exchange structure of claim 1, wherein the betting by the player comprises betting by bettable scrip.

33. (Original) The entrance-exchange structure of claim 32, wherein the bettable scrip is conditionally bettable.

34. (Original) The entrance-exchange structure of claim 1, wherein the house comprises a casino.

35. (Original) The entrance-exchange structure of claim 1, wherein the house comprises a computer casino.

36. (Original) The entrance-exchange structure of claim 35, wherein the player interacts with the computer casino over a data communication medium selected from the group consisting of an

Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, a short wave radio network, and a combination thereof.

37. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a casino game.

38. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

39. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a game of chance.

40. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a game of skill.

41. (Currently Amended) A method of executing an entrance-exchange structure, comprising:

providing at least one player's initial betting capital;

participating in a game of uncertain outcome by a first party selected from the group consisting of at least one player and a house, wherein the game of uncertain outcome is being played by the player, wherein a house is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome, and wherein the actual amount of currency comprises ~~is selected from the group consisting of~~ cash plus scrip ~~and scrip~~, wherein the house only pays the player the scrip each time the player wins the game of uncertain outcome; and

dealing with the scrip by the first party, wherein if the first party is the player then the dealing by the player comprises receiving from the house the takehome for the win, and wherein if the first party is the house then the dealing by the house comprises giving to the player the takehome for the win.

42. (Original) The method of claim 41,

wherein at least one vendor exists such that the at least one vendor is selected from the group consisting of a house vendor, N outside vendors such that N is at least 1, and the house vendor plus the N outside vendors;

wherein if the at least one vendor includes the house vendor, then a player may exchange a portion of the scrip at a scrip-to-items exchange rate $E^{S \rightarrow I}{}_0$ for at least one item provided by the house vendor; and

wherein if the at least one vendor includes the N outside vendors, then

the player may exchange the scrip with the outside vendor V_i at a scrip-to-items exchange rate $E^{S\rightarrow I}{}_i$ for at least one item provided by the outside vendor V_i such that i is selected from the group consisting of 1, 2, ..., and N, and

the outside vendor V_i may exchange the scrip with the house for cash at the scrip-to-cash exchange rate $E^{S\rightarrow C}{}_i$ such that i is selected from the group consisting of 1, 2, ..., and N.

43. (Original) The method of claim 42, wherein the at least one vendor consists of the house vendor.

44. (Original) The method of claim 42, wherein the at least one vendor consists of the N outside vendors.

45. (Original) The method of claim 42, wherein the at least one vendor consists of the house vendor plus the N outside vendors.

46. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then two or more outside vendors of the N outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

47. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and $E^{S\rightarrow I}{}_i$ is independent of i such that $E^{S\rightarrow I}{}_i$ is constant, for i = 1, 2, ..., and N.

48. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and $E^{S\rightarrow C}_i$ is independent of i such that $E^{S\rightarrow C}_i$ is constant, for i = 1, 2, ..., and N.

49. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

50. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

51. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, for i = 1, 2, ..., and N.

52. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive sum game in relation to a subset of the N outside vendors.

53. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive participant game in relation to a subset of the N outside vendors.

54. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

55. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor then $\Phi_{P,0} > 0$, and wherein $\Phi_{p,0}$ is a percent profit for the player in relation to the house vendor.

56. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor then $\Phi_{H,0} > 0$, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the house vendor.

57. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor then $\Phi_{P,0} > 0$ and $\Phi_{H,0} > 0$, wherein $\Phi_{p,0}$ is a percent profit for the player in relation to the house vendor, and wherein $\Phi_{H,0}$ is a percent profit for the house when functioning as the house vendor.

58. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive sum game in relation to the house vendor such that $\Phi_{H,0}>0$.

59. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive participant game in relation to the house vendor.

60. (Original) The method of claim 42, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

61. (Original) The method of claim 42, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

62. (Previously presented) The method of claim 42, wherein the house is adapted to guarantee that the takehome of the player is adjusted so the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of $0 \leq P < 100$ by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital wherein the takehome is

the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

63. (Original) The method of claim 62, wherein P does not exceed 50.

64. (Previously Presented) The method of claim 42, wherein the house is adapted to guarantee that the takehome from the player's initial betting capital must increase by at least Q percent, and wherein $Q>0$, wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

65. (Original) The method of claim 64, wherein if the at least one vendor includes the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio $E^{S\rightarrow I}{}_0$.

66. (Original) The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

67. (Original) The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

68. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i,

wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

69. (Original)The method of claim 41, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that $0 \leq C < 1$ and $S > 0$.

70. (Original) The method of claim 69, wherein S/C is constant.

71. (Original) The method of claim 41, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

72. (Original) The method of claim 41, wherein the betting by the player comprises betting by bettable scrip.

73. (Original) The method of claim 72, wherein the bettable scrip is conditionally bettable.

74. (Original) The method of claim 41, wherein the house comprises a casino.

75. (Original The method of claim 41, wherein the house comprises a computer casino.

76. (Original) The method of claim 75, wherein the player interacts with the computer casino over a data communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, a short wave radio network, and a combination thereof.

77. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a casino game.

78. (Original) The method of claim 41, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

79. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a game of chance.

80. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a game of skill.

81. (Withdrawn) A virtual currency system, comprising scrip and money,

wherein the money is at least one of cash and cash equivalent,

wherein the scrip is generated wholly or in part by a entrance-exchange structure,

wherein the entrance-exchange structure comprises a game of uncertain outcome adapted to be played by a player,

wherein a house is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player, and

wherein the currency is selected from the group consisting of cash plus scrip and scrip.

82. (Withdrawn) The virtual currency system of claim 81,

wherein at least one vendor exists such that the at least one vendor is selected from the group consisting of a house vendor, N outside vendors such that N is at least 1, and the house vendor plus the N outside vendors;

wherein if the at least one vendor includes the house vendor, then a player may exchange a portion of the scrip at a scrip-to-items exchange rate $E^{S\rightarrow I}{}_0$ for at least one item provided by the house vendor; and

wherein if the at least one vendor includes the N outside vendors, then

the player may exchange the scrip with the outside vendor V_i at a scrip-to-items exchange rate $E^{S\rightarrow I}{}_i$ for at least one item provided by the outside vendor V_i such that i is selected from the group consisting of 1, 2, ..., and N, and

the outside vendor V_i may exchange the scrip with the house for cash at the scrip-to-cash exchange rate $E^{S\rightarrow C}{}_i$ such that i is selected from the group consisting of 1, 2, ..., and N.

83. (Withdrawn) The virtual currency system of claim 81, wherein the scrip circulates within a geographical area.

84. (Withdrawn) The virtual currency system of claim 83, wherein the geographical area comprises a real geographical area.

85. (Withdrawn) The virtual currency system of claim 83, wherein the geographical area comprises a virtual geographical area.

86. (Withdrawn) The virtual currency system of claim 81, wherein:

the scrip is convertible to cash at a market scrip-cash exchange rate $R^{S \rightarrow C}$ such that each unit of scrip converts to $R^{S \rightarrow C}$ dollars of cash;

cash is convertible to scrip at a market cash-scrip exchange rate $R^{C \rightarrow S}$ such that each dollar of cash converts to $R^{C \rightarrow S}$ units of scrip; or

a combination thereof.

87. (Withdrawn) The virtual currency system of claim 86, wherein $R^{S \rightarrow C} \times R^{C \rightarrow S} = 1$.

88. (Withdrawn) The virtual currency system of claim 86, wherein $R^{S \rightarrow C} \times R^{C \rightarrow S} < 1$.

89. (Withdrawn) The virtual currency system of claim 86, wherein $R^{S \rightarrow C} \times R^{C \rightarrow S} > 1$.

90. (Withdrawn) The virtual currency system of claim 81:

wherein the virtual currency system comprises K currencies C_1, C_2, ..., C_K such that K is at least 1;

wherein at least one of C_1, C_2, ..., C_K includes the scrip;

wherein each currency C_k may be converted into currency C_j in accordance with an exchange rate matrix [R] of order K such that $C_j = \Sigma_k (R_{jk}C_k)$;

wherein R_{jk} denote the matrix elements of [R] such that indices j and k each vary from 1 to K;

wherein Σ_k denotes a summation over k from k=1 to k=K; and

wherein R_{jk} denote an exchange rate from currency C_k to currency C_j.

91. (Withdrawn) The virtual currency system of claim 90, wherein $R_{kk} = 0$ for k= 1, 2, ..., and K.

92. (Withdrawn) The virtual currency system of claim 90, wherein $R_{jk} = 0$ for at least one combination of j and k such that $j \neq k$.

93. (Currently Amended) An entrance-exchange structure, comprising:

at least one player's initial betting capital; and

a scrip-to-items exchange rate $E^{S\rightarrow I}_i$ and a scrip-to-cash exchange rate $E^{S\rightarrow C}_i$, such that i is selected from the group consisting of 1, 2, ..., and N:

wherein N is at least 1;

wherein a game of uncertain outcome is adapted to be played by a player by betting at least one player's initial betting capital;

wherein a house is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain;

wherein the currency ~~is selected from the group consisting of~~ comprises cash plus scrip ~~and scrip~~;

wherein the house only pays the player the scrip each time the player wins the game of uncertain outcome;

wherein N outside vendors exist;

wherein the player may exchange the scrip with the outside vendor V_i at the scrip-to-items exchange rate $E^{S\rightarrow I}_i$ for at least one item provided by the outside vendor V_i such that i is selected from the group consisting of 1, 2, ..., and N; and

wherein the outside vendor V_i may exchange the scrip for cash at the scrip-to-cash exchange rate $E^{S\rightarrow C}_i$ such that i is selected from the group consisting of 1, 2, ..., and N.

94. (Original) The entrance-exchange structure of claim 93, wherein two or more outside vendors of the N outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

95. (Original) The entrance-exchange structure of claim 93, wherein N is at least 2 and $E^{S\rightarrow I}{}_i$ is independent of i such that $E^{S\rightarrow I}{}_i$ is constant, for i = 1, 2, ..., and N.

96. (Original) The entrance-exchange structure of claim 93, wherein N is at least 2 and $E^{S\rightarrow C}{}_i$ is independent of i such that $E^{S\rightarrow C}{}_i$ is constant, for i = 1, 2, ..., and N.

97. (Original) The entrance-exchange structure of claim 93, wherein $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

98. (Original) The entrance-exchange structure of claim 93, wherein $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

99. (Original) The entrance-exchange structure of claim 93, wherein $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, for i = 1, 2, ..., and N.

100. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to the outside vendor V_i for i = 1, 2, ..., and N.

101. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive participant game in relation to the outside vendor V_i for i = 1, 2, ..., and N.

102. (Original) The entrance-exchange structure of claim 93, wherein two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

103. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

104. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

105. (Previously Presented) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee the takehome of the player so that the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of $0 \leq P < 100$ by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

106. (Original) The entrance-exchange structure of claim 105, wherein P does not exceed 50.

107. (Previously Presented) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the takehome from the player's initial betting capital must increase by at least Q percent, and wherein Q>0, wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent to the takehome.

108. (Previously presented) The entrance-exchange structure of claim 107, wherein if the at least one vendor includes a house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio $E^{S\rightarrow I}{}_0$.

109. (Original) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

110. (Original) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

111. (Original) The entrance-exchange structure of claim 93, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

112. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is

played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that $0 \leq C < 1$ and $S > 0$.

113. (Original) The entrance-exchange structure of claim 112, wherein S/C is constant.

114. (Original) The entrance-exchange structure of claim 93, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

115. (Original) The entrance-exchange structure of claim 93, wherein the betting by the player comprises betting by bettable scrip.

116. (Original) The entrance-exchange structure of claim 115, wherein the bettable scrip is conditionally bettable.

117. (Original) The entrance-exchange structure of claim 93, wherein the house comprises a casino.

118. (Original) The entrance-exchange structure of claim 93, wherein the house comprises a computer casino.

119. (Original) The entrance-exchange structure of claim 118, wherein the player interacts with the computer casino over a data communication medium selected from the group consisting of an

Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, a short wave radio network, and a combination thereof.

120. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a casino game.

121. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

122. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a game of chance.

123. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a game of skill.

124. (Currently Amended) A method of executing an entrance-exchange structure, comprising:

providing at least one player's initial betting capital;

dealing with a scrip-to-items exchange rate $E^{S \rightarrow I}_i$ and dealing with a scrip-to-cash exchange rate $E^{S \rightarrow C}_i$, such that i is selected from the group consisting of 1, 2, ..., and N:

wherein N is at least 1;

wherein a game of uncertain outcome is adapted to be played by a player;

wherein a house is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome;

wherein the currency ~~is selected from the group consisting of~~ comprises cash plus scrip ~~and scrip~~;

wherein the house only pays the player the scrip each time the player wins the game of uncertain outcome;

wherein N outside vendors exist;

wherein dealing with the scrip-to-items exchange rate $E^{S \rightarrow I}_i$ comprises permitting, by outside vendor V_i, the player to exchange the scrip with the outside vendor V_i at the scrip-to-items exchange rate $E^{S \rightarrow I}_i$ for at least one item provided by the outside vendor V_i such that i is selected from the group consisting of 1, 2, ..., and N; and

wherein dealing with the scrip-to-cash exchange rate $E^{S \rightarrow C}_i$ comprises exchanging scrip from the outside vendor V_i for cash at the scrip-to-cash exchange rate $E^{S \rightarrow C}_i$ such that i is selected from the group consisting of 1, 2, ..., and N.

125. (Original) The method of claim 124, wherein two or more outside vendors of the N outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

126. (Original) The method of claim 124, wherein N is at least 2 and $E^{S\rightarrow I}_i$ is independent of i such that $E^{S\rightarrow I}_i$ is constant, for i = 1, 2, ..., and N.

127. (Original) The method of claim 124, wherein N is at least 2 and $E^{S\rightarrow C}_i$ is independent of i such that $E^{S\rightarrow C}_i$ is constant, for i = 1, 2, ..., and N.

128. (Original) The method of claim 124, wherein $\Phi_{P,i} > 0$, and wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

129. (Original) The method of claim 124, wherein $\Phi_{H,i} > 0$, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

130. (Original) The method of claim 124, wherein $\Phi_{V,i} > 0$, and wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, for i = 1, 2, ..., and N.

131. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to the outside vendor V_i for i = 1, 2, ..., and N.

132. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive participant game in relation to the outside vendor V_i for i = 1, 2, ..., and N.

133. (Original) The method of claim 124, wherein two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

134. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

135. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

136. (Previously presented) The method of claim 124, wherein the house is adapted to guarantee that the takehome of player cannot lose more than P percent of the player's initial betting capital, ~~and~~ wherein P is in a range of $0 \leq P < 100$ by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

137. (Original) The method of claim 136, wherein P does not exceed 50.

138. (Previously Presented) The method of claim 124, wherein the house is adapted to guarantee that the takehome of the player's initial betting capital must increase by at least Q percent, and wherein Q>0, wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

139. (Previously Presented) The method of claim 138, wherein if the at least one vendor includes a house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio $E^{S\rightarrow I}_{0}$.

140. (Original) The method of claim 124, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

141. (Original) The method of claim 124, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

142. (Original) The method of claim 124, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of $\Phi_{P,i}$, $\Phi_{V,i}$, and $\Phi_{H,i}$ are positive, wherein $\Phi_{P,i}$ is a percent profit for the player in relation to the outside vendor V_i, wherein $\Phi_{V,i}$ is a percent profit for the outside vendor V_i, and wherein $\Phi_{H,i}$ is a percent profit for the house in relation to the outside vendor V_i, for i = 1, 2, ..., and N.

143. (Original) The method of claim 124, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player,

wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that $0 \leq C < 1$ and $S > 0$.

144. (Original) The method of claim 143, wherein S/C is constant.

145. (Original) The method of claim 124, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

146. (Original) The method of claim 124, wherein the betting by the player comprises betting by bettable scrip.

147. (Original) The method of claim 146, wherein the bettable scrip is conditionally bettable.

148. (Original) The method of claim 124, wherein the house comprises a casino.

149. (Original) The method of claim 124, wherein the house comprises a computer casino.

150. (Original) The method of claim 149, wherein the player interacts with the computer casino over a data communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, a short wave radio network, and a combination thereof.

151. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a casino game.

152. (Original) The method of claim 124, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

153. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a game of chance.

154. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a game of skill.

155. (Original) An entrance-exchange structure, comprising:

scrip; and

an activity of uncertain outcome adapted for at least one participant, wherein a house is adapted to pay a participant of the at least one participant a takehome in a currency for at least one potential outcome of the activity of uncertain outcome, based on entrance by the participant in relation to the activity, and wherein the currency is selected from the group consisting of cash plus scrip and scrip.

156. (Original) The entrance-exchange structure of claim 155, wherein the activity comprises a game.

157. (Original) The entrance-exchange structure of claim 156, wherein the participant comprises a player.

158. (Original) The entrance-exchange structure of claim 156, wherein the entrance comprises a placing of a bet.

159. (Original) The entrance-exchange structure of claim 156, wherein the entrance comprises a payment of a fee.

160. (Original) The entrance-exchange structure of claim 156, where the at least one potential outcome comprises a win of the game.

161. (Original) The entrance-exchange structure of claim 156, wherein the game comprises a game of chance.

162. (Original) The entrance-exchange structure of claim 156, wherein the game comprises a game of skill.

163. (Original) The entrance-exchange structure of claim 155, wherein the entrance comprises an action.

164. (Original) The entrance-exchange structure of claim 163, wherein the action satisfies one or more criteria.